With continuing reference to FIG. 3, the processor 15 also counts the number of cards which the current hand has depleted from the deck at 42 as well as accounts for the value, and if desired suit, of the cards remaining in the deck data inventory of the first data structure 30. Thus, if the deck data was

5   a full deck of fifty-two cards of a standard deck of playing cards, the deck by the retrieval and display of five playing cards has been (1) depleted of five cards and (2) specifically depleted of cards 10♣,3♣,A♣,4♠,10♠. The processor re-tabulates the table 34 to account for the depletion of the deck. That is, before and after the display of the cards of the initial holding the table

10   34 would be altered as suggested below and as reflected in FIG. 1:

Table Before Initial Deal		Table After Initial Deal	
A's	4	**A's**	**3**
K's	4	K's	4
Q's	4	Q's	4
J's	4	J's	4
10's	4	**10's**	**2**
9's	4	9's	4
8's	4	8's	4
7's	4	7's	4
6's	4	6's	4
5's	4	5's	4
4's	4	**4's**	**3**
3's	4	**3's**	**3**
2's	4	2's	4
	52		47

(Bold cards reflect deck constituency change)

Thus at 44 the processor depletes the deck data of the first data structure 30 and displays the remaining constituency of the card data so the player knows which cards remain available for selection and display.

With reference to FIG. 3, at 46 the player selects with the input means 14 which cards of the initial holding to hold. For example, with reference to FIG. 1 the player may decide to hold the 10's. Thus the display 12 would display the cards 18 in the following manner:

$$10\clubsuit, \quad 3\clubsuit, \quad A\clubsuit, \quad 4\spadesuit, \quad 10\spadesuit$$

Hold   Hold

Upon the player prompting play, at 48 the processor 15 selects from the data stored in the first data structure the next data, e.g. $N_6 - N_8$ and displays the same as replacements for the discarded cards $3\clubsuit, A\clubsuit, 4\spadesuit$. For example, the hand, after replacements may result in a final holding outcome of:

$$10\clubsuit, \quad 10\diamondsuit, \quad J\clubsuit, \quad J\spadesuit, \quad 10\spadesuit$$

Hold   Hold

This holding is a Full House.

In connection with the retrieval of the replacement card data, the processor at 44 depletes the deck data of the data representing the replacement cards (cards $10\diamondsuit, J\clubsuit, J\spadesuit$) and displays at the display 12 at table 34 the new constituency of the deck depleted by the replacement card data. Thus the table 34 would be:

Table After Initial Deal		Table After Replacements	
A's	3	A's	3
K's	4	K's	4
Q's	4	Q's	4
J's	4	**J's**	**2**
10's	2	**10's**	**1**
9's	4	9's	4
8's	4	8's	4
7's	4	7's	4
6's	4	6's	4
5's	4	5's	4
4's	3	4's	3
3's	3	3's	3
2's	4	2's	4
	47		44

(Bold cards reflect deck constituency change)

Thus the player has updated information as to the constituency of the remaining deck data.

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At 50 the processor 15 compares the outcome to data stored in a second data structure 52 representing winning outcomes and the award for each (referred to herein as pay table data) to determine if the player is entitled to an award. If the player has obtained a winning outcome, at 54 the processor 15 issues the appropriate award. Typical pay table data for a five unit wager is as shown at the pay table 28 of Fig. 1. The pays may be linear based upon the tokens wagered or may include one or more higher pays to encourage a maximum coin wager.

After the award or if no award was won, the processor 15 determines at 56 if the player has prompted re-shuffling of the deck data of the first data structure 30. The player may prompt reconfiguration and reconstitution of the deck data of the first data structure into data representing a shuffled, random, serially ordered full deck by touching shuffle button 58 (FIG. 1). The processor 15 reconfigures and reconstitutes the deck data of the first data structure 30 into data representing cards $N_1 - N_{52}$. The display 12 would also be controlled to show the constitution of the deck data at table 34. The player may command re-shuffling where the deck constitution, for the next hand of play, is not what the player desires, e.g. is completely depleted of Aces thus making a Royal Flush impossible for the next hand. It should be noted that where deck depletion makes certain outcomes impossible for the next hand, the processor 15 would re-configure the pay table 28 and remove that outcome. For example, if all Kings are depleted from the deck making a Royal Flush impossible, the Royal Flush pay would be removed from the pay table 28.

If the player does not command re-shuffling, re-shuffling may be commanded based upon the count of the card data which has been displayed.

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